

V BANGAI-O

Now Available



CRAVE ENTERTAINMENT

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EVERYONE

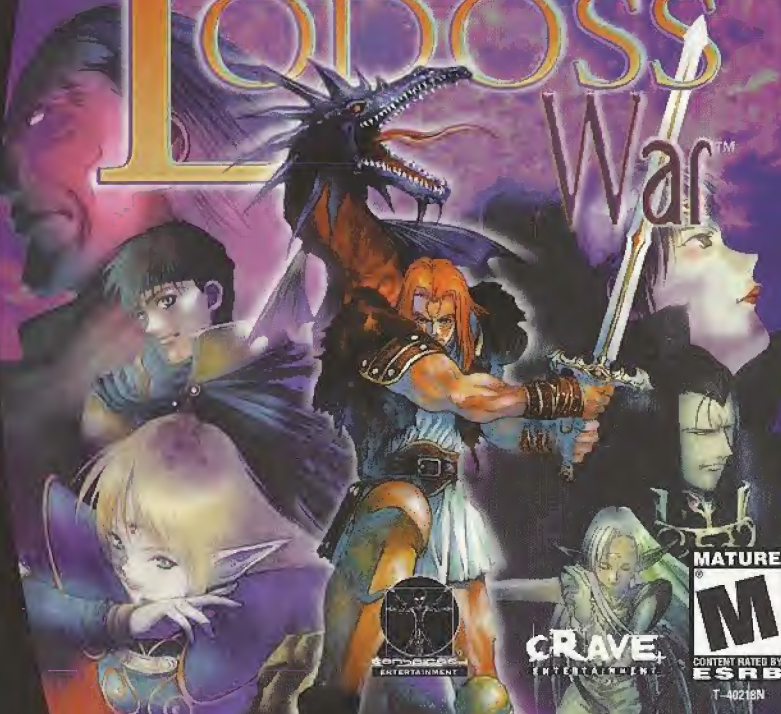


CONTENT RATED BY ESRB

SEGA

Dreamcast

I Record Of LODOSS War



CRAVE ENTERTAINMENT



CONTENT RATED BY ESRB

T-40218N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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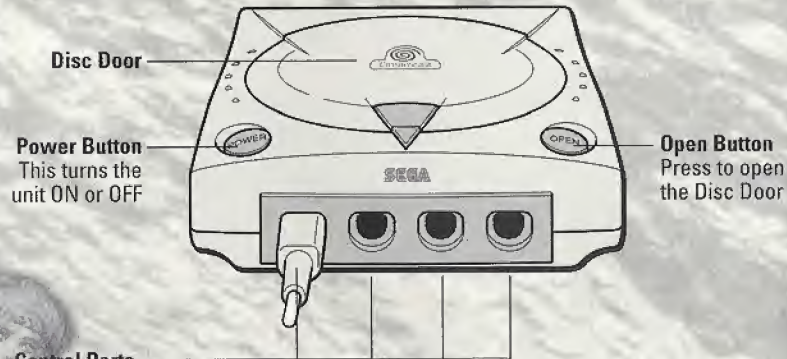
SET UP

Record of Lodoss War is a one player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller or the other peripheral equipment into the Control Ports of the Sega Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A,B,X,Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

Never touch the Analog Thumb Pad or the Trigger L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the Controller initialization procedure and result in malfunction.

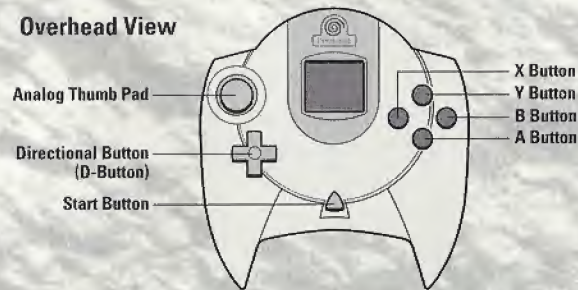
If the Analog Thumb Pad or the Trigger L/R are accidentally moved while turning the Sega Dreamcast ON, immediately turn the power OFF and then ON again making sure not to touch the Controller.

SEGA DREAMCAST HARDWARE UNIT

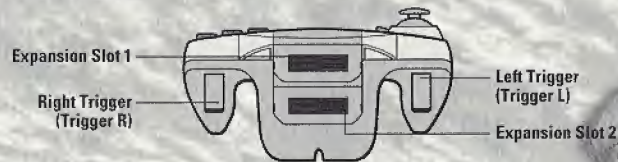


SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Using the Sega Dreamcast Controller

Game Screen:

Analog Thumb Pad: To move the hero

Directional Button: Up and down: to choose the items in the item bar

A Button: To talk to people / open doors / pick up items / read monuments / activate teleporters

B Button: To attack (hold down to charge sword magic)

X Button: For magic spells (hold down to choose magic)

Y Button: To use the selected items in the item bar

Start Button: To display the Status screen

Trigger L + Analog Thumb Pad: To rotate the camera

Trigger R + Analog Thumb Pad: Turn character while stationary

Trigger R + B Button: For a continuous attack

Trigger L/R + Start Button: Show the overview map

Equipment Screen:

Analog Thumb Pad: To move the cursor

Directional Button: To move the cursor

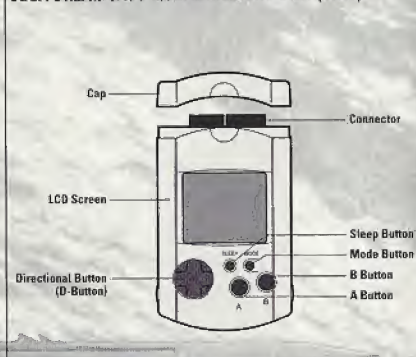
A Button: Enter

B Button: Delete

X Button: Detailed explanation

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the Controller.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



HOW TO START THE GAME

Starting Up

Insert the Record of Lodoss War GD-Rom with the label facing up. Connect the Sega Dreamcast Controller to Control Port A and press Power. When the movie starts, press the Start Button for direct access to the title screen.

- This software has been designed for one player only. Connect all peripherals to the Sega Dreamcast hardware unit before switching on the device. Press the A, B, X, Y and Start Buttons simultaneously while playing to reset the Sega Dreamcast and to return to the start screen.
- Never touch the Analog Thumb Pad or the Trigger L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the Controller initialization procedure and result in malfunction. If the Analog Thumb Pad or the Trigger L/R are accidentally moved while turning the Sega Dreamcast ON, immediately turn the power OFF and then ON again making sure not to touch the Controller.

Main Menu

• New Game

To begin a new game move the cursor to **New Game** and press the A Button.

• Load Game

To access a previously saved game, select this option. It is also possible to load a saved game file from within the game. (see the "Saving and Loading" section).

OPTIONS

Main Menu Options

Access the following options from the main menu:

- **Sound**—Set the sound to **Stereo** or **Mono**
- **Vibration**—Activate or deactivate the vibration mode here if you own a Jump Pack (available separately).

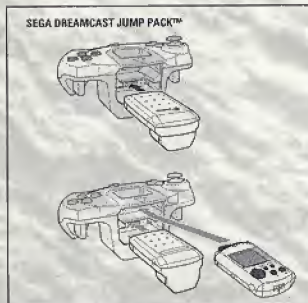
When connecting the Jump Pack to the Sega Dreamcast Controller be sure to insert it into expansion slot 2.

- **Music**—Set the volume of the music with the Directional Button while playing.
- **Effects**—Set the volume of the sound effects with the Directional Button while playing.
- **Monitor**—Determine the position of the screen with the help of the A Button and the Directional Button.

Equipment Screen Options

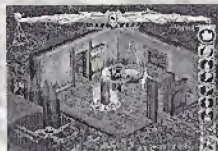
The following three settings are additionally available from the Status Screen:

- **Map**—Change how the on-screen map is displayed. By default the map appears in the bottom left hand corner of the game screen.
- **Item Bar**—The **Item Bar** is located on the right side of the game screen. At the beginning of the game all the slots are empty. You will collect many 'useable' items on your journey. This option allows you to customize how the **Item Bar** is displayed.
- **Load**—Saved game files can also be loaded while you are playing.



When the Jump Pack™ is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack™ connects, but does not lock. If the Controller is jarred, the Jump Pack™ may fall out during game play or otherwise inhibit game operation.

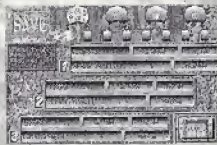
SAVING AND LOADING



Options

Set different options to suit your personal preferences. For more detailed information, see the **Options** section.

Saving—To save a game you will need a Visual Memory Unit (VMU). The VMU is available separately. We highly recommend you obtain a VMU before playing. Throughout the game you will encounter numerous purple 'Save' crystals that allow you to save your progress. Position yourself in front of such a crystal and press the A Button to access the **Save** game menu. You will need 61 vacant VMU blocks per saved game.



Loading—To load a game from the menu screen move the cursor to **Load Game** and press the A Button. To **Load** while playing, press the Start Button on the main screen. This opens the equipment screen. Select the options symbol (**Book**) to the top right and press the A Button. The Options Menu appears. Select **Load** and press the A Button.

- While Saving and Loading, do not remove the memory card from the Controller, and do not interrupt the power supply.



BATTLE SCREEN

The following section explains the information displayed on the game screen while you are in direct control of the hero.

1. Mana Points/Hit Points

The left bar displays Mana Points (MP), the right bar displays Hit Points (HP). When all your HP are gone – you die. MP are needed for casting magic spells. Once your MP are exhausted your magic power is depleted.

2. The Map

Your immediate surroundings are shown on this small map. The red arrow indicates the position and the direction your character is facing. The map automatically fills in details as you explore new areas.

3. Magic

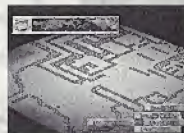
The icon in this circle symbolizes the magic spell you have currently prepared. To find out how to select spells, go to the 'Magic Spells and Sword Magic' section.

4. Item Bar

The bar contains special items (potions, magic books, lockpicks, and pickaxes), that the hero can use while moving and fighting.

Orientation Map

While playing, you can access a full map of the area which you are currently exploring. Press and hold the L/R Trigger, and the Start Button simultaneously. You can also access this map by selecting the Globe icon from the Status Screen.



View location of exits with L/R trigger



STATUS SCREEN

If you press the Start Button while you are on the Battle Screen, the game will be paused and you will be taken to the Status Screen. This screen displays important information about your character.



1. Attributes:

STR: Effects DMG and IMP. Important for melee combat.

DEX: Dexterity of the hero. Effects PAR and CRIT.

INT: Intelligence. Influences MAG and resistance to magic.

LEVEL: Current level of experience of the hero. The highest obtainable level is 99.

EXP: Experience the hero has gathered so far.

HP: Hit Points. Your hero's life. If HP drops below 0, you die.

MP: Mana Points. No MP, no magic for the hero.

2. Status:

DMG: Damage inflicted on opponent during melee attack

IMP: Impact. High IMP makes your opponent stagger or fall when hit (thus lowering their defense).

CRIT: Critical hits multiply damage.

AR: Armor. The strength of your physical defense.

DUR: Durability cuts short the duration of staggering.

PAR: Parrying prevents or reduces inflicted damage.

MAG: Magic Power. Determines how much damage your spells cause.

HEAR: Hearing. Ability to hear far away and silent noises.

STEP: The Volume of Your Footsteps. Monsters respond to loud footsteps from a greater distance.

MITH: The total quantity of **Mithrill** the hero currently carries with him.

3. Defense Through Magic / Special Items

Curse Protection: Averts dark magic attacks.

Cold Protection: Averts cold magic attacks.

Fire Protection: Averts flame magic attacks.

Storm Protection: Averts thunder and lightning magic attacks.

* If the hero equips himself with a sword or armor with special defensive properties then the skills are symbolized here.

4. Information Field—Brief description of the current item. More detailed information is available if you press the X Button.

5. Globe—Look at a detailed map of your current surroundings.

6. Options—Access the in-game Options Menu.

7. Magic—Symbol of the current magical spell you have prepared. Press the A Button here to see an overview of all magic spells the hero has learned.

8. Item Bar—Contains items that the hero can use at any time during play. Move the cursor onto 'useable' items in your inventory and press the A Button to arrange them in the item bar.

9. Lockpick—The icon indicates if the hero has a lockpick available for use in his inventory. Your blacksmith can duplicate all items once they have been found.

10. Inventory—Indicates the possessions you are currently carrying in your rucksack, including special items.

11. Character—Move the cursor onto the image of your character and press the X Button for a more detailed explanation of his skills and attributes.

The different slots around the character's body indicate areas where different defensive items/jewels can be equipped.

THE GAME

Movement of Hero

Use the Analog Thumb Pad to control the hero. The hero heads in the direction in which the Analog Thumb Pad is pressed. The angle determines the speed of the hero. Press the Trigger R and move the Analog Thumb Pad to make the hero turn around without moving.

* **The more inclined the Analog Thumb Pad, the faster the hero moves.**

Change Perspective

Change the camera perspective by pressing Trigger L and moving the Analog Thumb Pad. Move the stick to the right to rotate the screen clockwise; move it to the left to rotate the screen counter clockwise. You can only rotate the screen by 45 degrees in each direction. Sometimes moving the camera will reveal items hidden in locations normally obscured from view.

Basic Actions

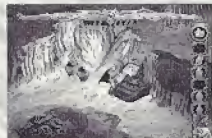
To talk to a character, open or close a door, activate a save stone or pick up an item, simply position the hero adjacent to the appropriate object/person and press the A Button. The A Button is also used to open unlocked treasure chests, to read monuments or signs, and to activate teleporters.

Using Items

You can use items in the item bar for a multitude of functions. Place useable items in the item bar from the Status Screen. Then, during play, select the item you wish to use by pressing up and down on the Directional Button and activate with the Y Button.



To drink from the bottle containing healing potion, move the cursor onto the potion and press the Y Button.



Lockpick and pickaxe can each only be used once, but can be duplicated by the blacksmith.



Open sealed doors by using a Decoding Scroll or the Decoding Book.

FIGHTING AND MAGIC

Sword Attack—Use the B Button and Analog Thumb Pad to swing your melee weapon in the direction in which you are pressing. If you press the B Button without touching the Analog Thumb Pad you will automatically attack the nearest enemy.

Sword Magic—As you progress further into the game you will discover Ancient Inscriptions which can be used to improve the statistics of your equipment at the blacksmith. Some of these Ancient Inscriptions give you access to new powers, especially for your chosen weapon. If you browse through the available Ancient Inscriptions at the blacksmith, you will see (once you have obtained them) that certain Ancients Inscriptions appear in yellow writing. These are the Ancient Powers. They cannot be fused with your equipment, but they can be added and removed at the blacksmith any number of times. If, for example, you have chosen the Firebolt Ancient Power for your weapon you can then launch firebolts with the sword by holding down the B Button. Certain magic attacks must be directed with a targeting beam before launch. Using Ancient Powers does not require any Mana Points (MP)

Automatic Assault—Hold Trigger R and the B Button down for the hero to remain stationary and to automatically attack the closest enemy. This is an effective defensive strategy if you find yourself surrounded by many opponents.

Magic

Learning Magic Spells

Throughout the game you will find numerous Books of Magic hidden around Marmo. These books are divided into different schools of magic (illusion, wind, firewall, etc) each with a distinctive appearance. In order to learn a new spell you must first read the book. Switch to the Status Screen, move the cursor onto the Book of Magic and press the A Button. If you find another Magic Book of the same type, your skill in that field of magic will increase and you will master even more powerful spells.

Magic Effect

If you hold the X Button down during gameplay you will display a list of magic spells currently available. If you enter the correct combination of buttons, (listed below for each magic spell), you will prepare that particular spell. Mana Points (MP) are consumed when magic spells are cast.

- Hold the X Button to see the magic select screen. Prepare a magic spell with the correct button sequence. Cast the spell by tapping the X Button.



Proximity Magic

Certain types of spells have a proximity effect and cannot be targeted to a specific location. The Tornado, for example, always effects the area adjacent to the hero. For these spells, no targeting is necessary.



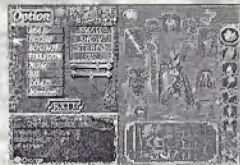
Directional Magic

Certain types of spells must be targeted for effective use. For a magic spell like 'Tower' you must decide where you wish the spell to be cast by moving the targeting square with the Analog Thumb Pad. Press the X Button a second time to cast the spell at the desired location.

Know Your Environment

While playing, you will search many different areas on the Island of Marmo. In doing so, you will encounter many important items. Moreover, there are also wooden crates and barrels that are at times well hidden. Search every corner to make sure you do not miss anything.

Save Crystal / Healing Potion Well



This bright purple crystal is a save point. The well is an unlimited source of healing potion. Stand in front of the well and press the A Button to fill all empty containers in your possession with healing potion.



Monuments

In addition to information monuments, which explain functions of the game, there are also many Ancient Inscription monuments. Ancient Inscriptions can be learned and then later engraved into your equipment to enhance your abilities.



Treasure Chests

Some chests can simply be opened with the A Button, others must be unlocked first with a Lockpick; others have to be broken open. Chests normally contain useful items but be careful because certain chests are protected by traps!





Sealed Doors

Certain doors you will encounter are sealed by a magic barrier. To break these seals you need a magic Decoding Scroll or, even better, the Decoding Book. Select the Decoding Scroll or Decoding Book in the item bar, stand opposite the sealed barrier and press the Y Button. Decoding Scrolls vanish after a single use but the Decoding Book can be used any number of times.



Mithrill Crystals

Mithrill is a valuable blue metal found throughout Marmo. Mithrill is required to engrave Ancient Inscriptions into your equipment and to forge weapons. Mithrill can only be collected as individual Crystals. You will occasionally encounter large clusters of Mithrill ore. You will need to find the PickAxe to break them down into a smaller size.



Teleporter

The circular pads that create a ring in the courtyard at the Fortress of the Goblins are actually Teleporters. These Teleporters can be found throughout Marmo and connect the widespread locations with one another. Press the A Button while standing next to the marker on a Teleporter to activate it then just step onto the pad to be teleported to the target destination.



Switches

During your mission you will find a variety of levers, switches or floor pads that open nearby doors or passages. Certain switches involve basic puzzles (like breaking a series of pillars or statues, etc.) Should you become stuck, search high and low for a switch!

IMPROVE YOUR MAGIC ARMS



The Forge in the Fortress of the Goblins

1. Blacksmith

This Dwarf is a master Blacksmith. He can enhance your equipment by engraving Ancient Inscriptions, duplicate any item or weapon you find, and even create custom weapons for you.

2. Storage

Deposit any items you do not wish to carry with you in these boxes.

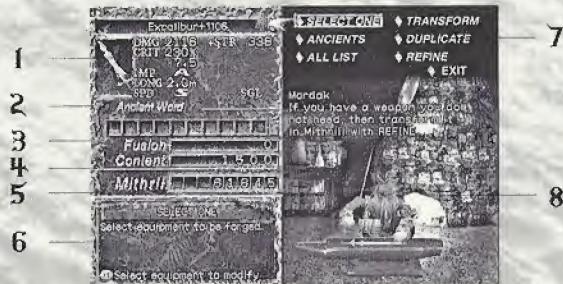
3. Display Cabinets

This is where the old Dwarf showcases the rare weapons and equipment that you discover on your quest. The magic of these items will always be to your advantage.

4. Magic Arms

The magic equipment the Blacksmith gives to you is comprised of a magic sword, armor, a helmet and a shield. Though initially these arms are relatively weak, they will grow in strength as you progress through the game. The fastest way to improve your abilities is to engrave Ancient Inscriptions into your equipment at the forge. To do this, you need plenty of Mithrill.

The Forge Screen



1. **Status**—Shows the status of the current item.
2. **Ancient Word Limit**—Every Ancient Inscription is a set number of characters long. This shows the number of available spaces on the selected piece of equipment.
3. **Fusion**—Shows how much Mithrill is needed for fusion.
4. **Content**—Shows the Mithrill content of the chosen piece of equipment. It also shows the increase and decline in the Mithrill value when refining the equipment.
5. **Mithrill**—Shows how much Mithrill the hero currently possesses.
6. **Information**—Displays information on the current action. Obtain a more detailed explanation by pressing the X Button.
7. **Select options**—These are the functions available to you from the blacksmith:
[SELECT ONE] - [TRANSFORM] - [ANCIENTS] -
[DUPLICATE] - [ALL LIST] - [REFINE]
8. **Blacksmith's Comment**—Hear what the Dwarf has to say. Or not.

FORGE OPTIONS

Select One

Select the piece of equipment you wish to upgrade, i.e. the item you want to fuse or transform.

Transform

Changes the form of your equipment. During transformation, currently fused Ancients are transported to the new form. You must first select the equipment you wish to TRANSFORM with SELECT ONE.

Ancient Inscriptions

Once you have discovered an Ancient Inscription (normally, by reading one of the many Ancient Monuments located throughout Marmo), the Blacksmith can fuse the inscription permanently onto your equipment provided you have enough Mithrill.

Every piece of equipment (sword, shield, helmet, armor) has a specific Ancient Inscription size limit — up to 10 characters long. If the Ancient Inscription you want to engrave is longer in character size than the Ancient Inscription limit of the current piece of equipment, you cannot fuse it.

Only a limited number of each Ancient Inscription can be fused. To the right of the Ancient Inscription is the number of Ancient Inscriptions already fused and the maximum number that may be fused (e.g. 1/10). If a star is marked next to the Ancient Inscription, then you have already fused the maximum amount of Inscriptions.

Duplicate

Once you have picked up a piece of equipment (sword, shield, helmet, armor) your blacksmith will be able to reproduce it for you. This process will cost you Mithrill, but it means you can Refine equipment you are not using. The Blacksmith can also reproduce a large quantity of the Lockpick and Pickaxe tools for a small cost.

All List

Displays a list of all Ancient Inscriptions and Ancient Powers learned so far

TIPS FROM THE BLACKSMITH

How to Reinforce Weapons

A first class swordsman needs a first class Blacksmith, and they don't get any better than me, if I do say so myself. The magic weapons you have, I can improve immeasurably with Ancient Inscriptions. The key is to adjust your equipment to suit your personal fighting style! Don't worry, I'm an expert! It will all make sense!

Kill at a Single Stroke!

To kill enemies with a single strike, you must forge your weapons. I can transform a single-handed sword into a two-handed sword, and bolster it with STR enhancements to deal more damage. We must also improve the striking speed and critical rate to make your weapon as lethal as it can be.

An Insurmountable Wall of Defense!

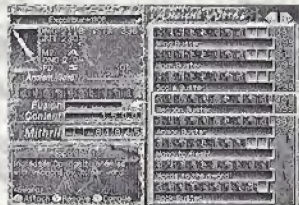
I will fuse Ancient Inscriptions to your equipment to improve your physical protection, resistance to magic and parrying ability. The greater your defense, the less damage you will suffer. Fusing your helmet will also greatly improve your magical powers.

Use Your Magic Wherever Possible!

Enhance your magic powers as often as you can. The magic will support you when fighting powerful enemies. The sword is mighty but magic can be even mightier. Don't neglect your magic abilities when upgrading your equipment.

Refine—The Blacksmith can refine unwanted equipment into Mithrill for you. You can see how much Mithrill you will get for a piece of equipment in the CONTENT field. You can DUPLICATE any refined equipment later.

Exit—Exit the Forge.



Fusing Ancients

Fusing Ancient Inscriptions into your equipment improves your abilities. Fused inscriptions are permanent and cannot be removed from the equipment. Repeated fusing increases your power, but also costs more Mithrill.

Example of Transformation

Different weapons and equipment have different inherent abilities. For example a certain type of sword might be particularly effective against a certain type of enemy. To take advantage of these special properties (and keep the power of the Ancient Inscriptions you have fused to your current sword), use the TRANSFORM function to change the shape of your weapon. The same goes for the rest of your equipment.

Transforming

1. Choose the piece of equipment you wish to **Transform** with **SELECT ONE**
2. Select **Transform** to see the list of possible alternate forms.
3. You can change the name of the equipment when it is transformed.
4. Once you have chosen a name, the transformation is complete.

THE CHARACTERS

Welcome to Forceria, an ancient and mystical world of powerful magic and ferocious creatures. You are about to embark on a quest that will determine the fate of a nation, and the destiny of a legend. On your travels you will encounter many characters from the Lodoss universe, both allies and adversaries.



The Red-Haired Warrior

You control a mysterious Red-Haired Warrior brought back to life by the wizard, Wart. He has no recollection of who he was in his previous life, though he feels a strong connection to Marmo and to Wart.



Wart, Keeper of the Barren Land

Wart is a great wizard and one of the Six Legendary Heroes who defeated a fierce Demon King on Lodoss. Afterwards, he retreated to the Barren Lands to study.



Black Priest Wagnard

After the death of emperor Beld, Wagnard rose to power as Senator of Marmo, under the pretense of serving the Black Commander Ashram. His true ambitions are far more sinister...



Freedom Knight Parn

Parn hails from the village of Alania on Lodoss and dreamed for many years of becoming a Holy Knight of Vallis, like his father. Parn was a hero in the war against emperor Beld when the Marmo forces invaded Lodoss.



Deedlit, the High Elf, Herald of the Spirit of the Dead

Deedlit hails from the Forest of No Return on Lodoss. She has always been interested in humans which caused her to leave the forest. During her travels she met and fell in love with Parn. Deedlit commands the magic of the dead and can even summon Jin, Queen of the Wind, to aid her.



The Grey Witch Karla

For 500 years Karla has operated in the background of history, manipulating events to maintain an equilibrium between good and evil on Lodoss. Her true intentions are always a mystery. She could prove to be a helpful ally or a powerful enemy...

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